audio speakers **62** may generate audio representing sounds such as the noise of spinning slot machine reels, a dealer's voice, music, announcements or any other audio related to a casino game. The input control panel **66** may be provided with a plurality of pushbuttons or touch-sensitive areas that may be pressed by a player to select games, make wagers, make gaming decisions, etc. The display unit **70** may include one or more two dimensional display units such as a color video display unit displaying images. Additionally, the display unit **70** may include one or more three dimensional display units such as mechanical reels, a holographic display, a stereoscopic display, a three dimensional display volume, etc.

[**0044**] **FIG. 2A** illustrates one possible embodiment of the control panel **66**, which may be used where the gaming unit **20** is a slot machine having a plurality of mechanical or "virtual" reels. Referring to **FIG. 2A**, the control panel **66** may include a "See Pays" button **72** that, when activated, causes the display unit **70** to generate one or more display screens showing the odds or payout information for the game or games provided by the gaming unit **20**. As used herein, the term "button" is intended to encompass any device that allows a player to make an input, such as an input device that must be depressed to make an input selection or a display area that a player may simply touch. The control panel **66** may include a "Cash Out" button **74** that may be activated when a player decides to terminate play on the gaming unit **20**, in which case the gaming unit **20** may return value to the player, such as by returning a number of coins to the player via the payout tray **64**.

[**0045**] If the gaming unit **20** provides a slots game having a plurality of reels and a plurality of paylines which define winning combinations of reel symbols, the control panel **66** may be provided with a plurality of selection buttons **76**, each of which allows the player to select a different number of paylines prior to spinning the reels. For example, five buttons **76** may be provided, each of which may allow a player to select one, three, five, seven or nine paylines.

[**0046**] If the gaming unit **20** provides a slots game having a plurality of reels, the control panel **66** may be provided with a plurality of selection buttons **78** each of which allows a player to specify a wager amount for each payline selected. For example, if the smallest wager accepted by the gaming unit **20** is a quarter ($0.25), the gaming unit **20** may be provided with five selection buttons **78**, each of which may allow a player to select one, two, three, four or five quarters to wager for each payline selected. In that case, if a player were to activate the "5" button **76** (meaning that five paylines were to be played on the next spin of the reels) and then activate the "3" button **78** (meaning that three coins per payline were to be wagered), the total wager would be $3.75 (assuming the minimum bet was $0.25).

[**0047**] The control panel **66** may include a "Max Bet" button **80** to allow a player to make the maximum wager allowable for a game. In the above example, where up to nine paylines were provided and up to five quarters could be wagered for each payline selected, the maximum wager would be 45 quarters, or $11.25. The control panel **66** may include a spin button **82** to allow the player to initiate spinning of the reels of a slots game after a wager has been made.

[**0048**] In **FIG. 2A**, a rectangle is shown around the buttons **72**, **74**, **76**, **78**, **80**, **82**. It should be understood that that rectangle simply designates, for ease of reference, an area in which the buttons **72**, **74**, **76**, **78**, **80**, **82** may be located. Consequently, the term "control panel" should not be construed to imply that a panel or plate separate from the housing **50** of the gaming unit **20** is required, and the term "control panel" may encompass a plurality or grouping of player activatable buttons.

[**0049**] Although one possible control panel **66** is described above, it should be understood that different buttons could be utilized in the control panel **66**, and that the particular buttons used may depend on the game or games that could be played on the gaming unit **20**. Although the control panel **66** is shown to be separate from the display unit **70**, it should be understood that the control panel **66** could be generated by the display unit **70**. In that case, each of the buttons of the control panel **66** could be a colored area generated by the display unit **70**, and some type of mechanism may be associated with the display unit **70** to detect when each of the buttons was touched, such as a touch-sensitive screen.

[**0050**] **FIG. 2B** illustrates one possible embodiment of the display unit **70**. The display unit may include a primary display unit **84** and a secondary display unit **88**. The primary display unit **84** may include an image generation device such as a cathode ray tube (CRT), a liquid crystal display (LCD), a plasma display, etc. The primary display unit **84** may also include a mechanical display such as mechanical reels, a spinning wheel, etc. The secondary display unit **88** may be capable of generating three-dimensional effects, as will be described in more detail subsequently.

[**0051**] In operation, a primary game (or images of the primary game) may be displayed to the player via the primary display unit **84**. For example, if the gaming unit is a reel-type slot machine, the primary display unit **84** may include mechanical reels. As another example, if the primary display unit **84** is a CRT, LCD, or the like, the primary display unit **84** may display images of spinning reels, cards, a bingo card, etc. Information secondary to the primary game may be displayed to the player via the secondary display unit **88**. For example, bonus related information may be displayed to the player via the secondary display unit **88**.

[**0052**] The display unit **70** may also include tertiary displays units (not shown) for displaying other information to a player such winnings, credits, a number of coins played, etc. It is to be understood, however, that such information need not be displayed via tertiary display units separate from the primary display unit **84** and the secondary display unit **88**. Rather, such information may alternatively be displayed to the player via the primary display unit **84** and/or the secondary display unit **88**.

Gaming Unit Electronics

[**0053**] **FIG. 3** is a block diagram of a number of components that may be incorporated in the gaming unit **20**. Referring to **FIG. 3**, the gaming unit **20** may include a main controller **100** that may comprise a program memory **102**, a microcontroller or microprocessor (MP) **104**, a random-access memory (RAM) **106**, and an input/output (I/O) circuit **108**, all of which may be interconnected via an address/data bus **110**. It should be appreciated that although only one microprocessor **104** is shown, the main controller **100** may include multiple microprocessors **104**. Similarly,